(54) **THREE-DIMENSIONAL GRAPHIC INPUT SYSTEM**

(57) Abstract:

PURPOSE: To facilitate input operation by obtaining a second picture from a first picture in which a processed objective graphic is displayed in three dimensions by executing coordinate transformation, and executing the input operation by using the second picture, and afterwards, generating three-dimensional graphic input data by executing inverse coordinate transformation to a corresponding former input plane.

CONSTITUTION: The optional plane of the processed objective graphic displayed in three dimensions on a display device 3 is set as the input plane from a graphic input device 2, and the input plane is extracted from the processed objective graphic in a pattern memory 16 by an input plane extraction processing part 12 on the basis of its designated data 10b, and a pattern arithmetic part 15 executes mapping transformation for displaying the input plane in a direction parallel with a display picture from that input plane data 12a. Further that transformed pattern data 15a is processed into sub-panel display data 13a by a sub-panel display processing part 13, and is displayed by the display device 3, and the pattern input data 10c is obtained by executing the input operation on that two-dimensional sub-panel, and it is transformed into three-dimensional data by a coordinate transforming part 14 by referring to shape data in the pattern memory 16, and is sent to the pattern arithmetic part 15.